

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended): A computer-implemented method for determining the cost of a content object having a plurality of content entities, comprising the steps of:
selecting said plurality of content entities for said content object;
~~determining~~generating a content count for the content object; and
~~determining~~generating from the content count a price for the content object.
2. (previously presented): The computer-implemented method of claim 1, wherein the step of determining a content count further comprises the steps of determining a content count for each content entity, and summing the entity content counts to obtain a content count for the content object.
3. (previously presented): The computer-implemented method of claim 2, wherein the step of obtaining a content count for entities containing characters further comprises the step of determining a character count for the entity.
4. (previously presented): The computer-implemented method of claim 3, wherein the step of obtaining a content count further comprises the step of determining a page count from the character count.
5. (previously presented): The computer-implemented method of claim 3, wherein the step of obtaining a character count further comprises at least one of:
counting the number of content characters in the content entity; and

determining the content entity type, and determining an average character count for content entities of that type.

6. (previously presented): The computer-implemented method of claim 4, wherein the step of determining a content object price further comprises multiplying the page count with a predetermined price per page value.

7. (previously presented): The computer-implemented method of claim 1, wherein at least one of the content entities comprises user-provided content, and wherein determining a price for the content object further comprises the steps of separately determining a price for user provided content and summing it with the price determined for the remaining content entities of the content object.

8. (previously presented): The computer-implemented method of claim 7, wherein the price for user-provided material is determined in a first manner if the content count exceeds a predefined content count maximum, and is determined in a second manner if the content count does not exceed the predefined maximum.

9. (currently amended): A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for determining the cost of a content object having a plurality of content entities, comprising the steps of:

selecting said plurality of content entities for said content object;

determining ~~generating~~ a content count for the content object; and

determining ~~generating~~ from the content count a price for the content object.

10. (original): The method of claim 9, wherein the step of determining a content count further comprises the steps of determining a content count for each content entity, and summing the entity content counts to obtain a content count for the content object.

11. (original): The method of claim 10, wherein the step of obtaining a content count for entities containing characters further comprises the step of determining a character count for the entity.

12. (original): The method of claim 11, wherein the step of obtaining a content count further comprises the step of determining a page count from the character count.

13. (previously presented): The method of claim 11, wherein the step of obtaining a character count further comprises at least one of:

counting the number of content characters in the content entity; and
determining the content entity type, and determining an average character count for content entities of that type.

14. (previously presented): The method of claim 12, wherein the step of determining a content object price further comprises the step of multiplying the page count with a predetermined price per page value.

15. (original): The method of claim 9, wherein at least one of the content entities comprises user-provided content, and wherein the step of determining a price for the content object further comprises the steps of separately determining a price for user provided content and summing it with the price determined for the remaining content entities of the content object.

16. (previously presented): The method of claim 15, wherein the price for user-provided material is determined in a first manner if the content count exceeds a predefined

content count maximum, and is determined in a second manner of the content count does not exceed the predefined maximum.

17. (currently amended): A computer-implemented system for determining the cost of a content object having a plurality of content entities, comprising:

means for selecting said plurality of content entities for said content object;

means for ~~determining~~ generating a content count for the content object; and

means for ~~determining~~ generating a price for the content object from the content count.

18. (previously presented): The computer-implemented system of claim 17, wherein the means for determining a content count further comprises means for determining a content count for each content entity, and means for summing the entity content counts to obtain a content count for the content object.

19. (previously presented): The computer-implemented system of claim 18, wherein the means for obtaining a content count for entities containing characters further comprises means for determining a character count for the entity.

20. (previously presented): The computer-implemented system of claim 19, wherein the means for obtaining a content count further comprises means for determining a page count from the character count.

21. (previously presented): The computer-implemented system of claim 19, wherein the means for obtaining a character count further comprises at least one of a) means for counting the number of content characters in the content entity; and b) means for determining the content entity type, and means for determining an average character count for content entities of that type.

22. (previously presented): The computer-implemented system of claim 20, wherein the means for determining a content object price further comprises means for multiplying the page count with a predetermined price per page value.

23. (previously presented): The computer-implemented system of claim 17, wherein at least one of the content entities comprises user-provided content, and wherein the means for determining a price for the content object further comprises means for separately determining a price for user provided content and means for summing the separately determined price with the price determined for the remaining content entities of the content object.

24. (previously presented): The computer-implemented system of claim 23, wherein the price for user-provided material is determined in a first manner if the content count exceeds a predefined content count maximum, and is determined in a second manner if the content count does not exceed the predefined maximum.

25. (previously presented): A computer-implemented method for determining the cost of a content object having a plurality of content entities according to claim 1, wherein said content object comprises an electronic book created by a user and wherein said electronic book comprises a plurality of content entities selected by the user.

26. (previously presented): A program storage device readable by a machine according to claim 9, wherein said content object comprises an electronic book created by a user and wherein said electronic book comprises a plurality of content entities selected by the user.

27. (previously presented): A computer-implemented system for determining the cost of a content object having a plurality of content entities according to claim 17, wherein said

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content object comprises an electronic book created by a user and wherein said electronic book
comprises a plurality of content entities selected by the user.